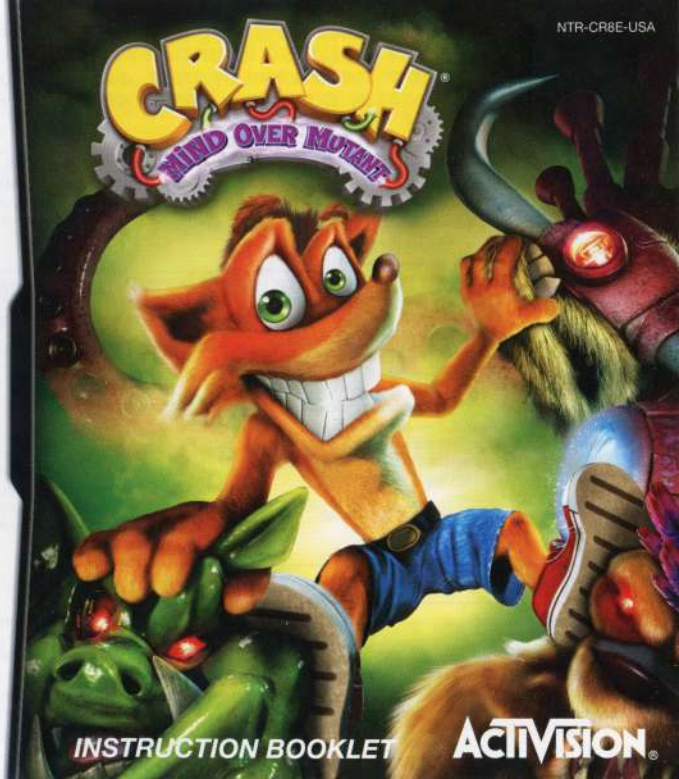
THE LEGEND OF
SPYRO
DAWN OF THE DRAGON
AVAILABLE NOW
EVERYONE
E
Fantasy Violence
ESRB CONTENT RATING
www.esrb.org
NINTENDO DS. Wii
www.spyrothedragon.com
ACTIVISION
activision.com
Activision Publishing, Inc. P.O. Box 673, Los Angeles, CA 90067
© 2008 Sierra Entertainment, Inc. Spyro, Sierra and the Sierra logo are either registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries and Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. Developed by Etranges Libellules. Uses Bink Video Technology. Copyright © 1997-2008 by RAD Game Tools, Inc. Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners. Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2007 Nintendo
PRINTED IN USA
7275210

NINTENDO DS™


NTR-CR8E-USA
CRASH
MIND OVER MUTANT
INSTRUCTION BOOKLET
ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

  Convulsions **Eye or muscle twitching** **Loss of awareness**
  Altered vision **Involuntary movements** **Disorientation**
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

1-4 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

EVERYONE E CONTENT RATED BY ESRB

LICENSED BY Nintendo

NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

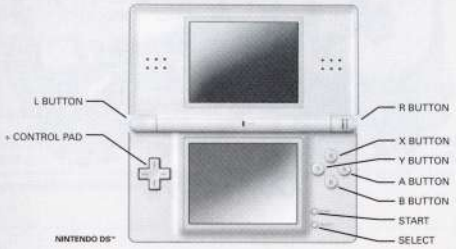
CRASH® MIND OVER MUTANT

CONTENTS

Starting the Game 2
Mind Over Mutant 3
Controls Summary 3
Mutant Controls 5
Adventure Mode 6
Minigames 8
Mutant Fight 9
Customer Support 10
License Agreement ..... Inside back cover

© 2008 Sierra Entertainment, Inc. Crash, Crash Bandicoot, Sierra and the Sierra logo are either registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries and Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

STARTING THE GAME



1. Press the **Power Button** to turn the power OFF. Never insert or remove a Game Card when the power is ON.
2. Insert the *Crash® Mind Over Mutant* Game Card into the Game Card slot on the Nintendo DS™ system. To lock the Game Card in place, press firmly.
3. Press the **Power Button** to turn the power ON.
4. The Health and Safety Screen appears.
5. On the DS Menu Screen, select ***Crash® Mind Over Mutant*** on the Touch Screen to launch the game.
6. The Legal Screen appears, followed by the introduction sequence.
7. Press the **A Button** to advance to the Title screen.
8. When the Title screen appears, press **START** to advance to the Main Menu.

MIND OVER MUTANT

A rejuvenated and reinvigorated Dr. Neo Cortex is back! He's feeling old-school and in charge of his evil life again. His new technological gadget is taking the mutant world by storm! The bad kind of storm, not the normal lightning kind. Those that fall prey to Cortex's techno-gadget become ferocious monsters dedicated to Crash Bandicoot's destruction! But how did Cortex build his device? What evil hands have guided Cortex along his new evil path? Only Crash and Aku Aku can save the day!

CONTROLS SUMMARY

Movement—Press **left or right on the +Control Pad** to move Crash around.

Light Attack—Press the **Y Button** to perform a light attack. Perform a light combo by pressing the **Y Button** repeatedly.

Spin Attack—Press the **Y Button while holding Up on the +Control Pad** to perform a spin attack. You can also perform the spin attack when the **Y Button** is pressed while in the air. Repeatedly tap the **Y Button** to continue the spin attack, but be careful not to do it too long. Crash might get dizzy.

Heavy Attack—Press the **X Button** to perform a heavy attack. Hold down the **X Button** to charge the heavy attack. Perform a heavy combo by pressing the **X Button** again at the end of a heavy attack.

Belly-Flop—Press the **X Button** while in the air to perform a belly-flop attack.

Jump—Press the **B Button** to jump. Press it again while in mid-air to double-jump.

Jack/Dismount—Press the **A Button** when a Mutant is stunned to Jack it. Press the **A Button** while riding a Mutant to dismount it.

Crouch/Slide—Press **down on the +Control Pad** or press the **L or the R Button** to crouch. Press either the **L Button or the R button** while moving to perform a slide attack.

Pause—Press **START** to pause the game.

Touch Screen Controls—At any time, various points on the touch screen can be used to access different functions that will maintain the same functionality throughout the game.

- **Aku Aku –** Touch the **Aku Aku Mask** to get tips or clues from Aku Aku.
- **Paw Print –** Touch the **Paw Print** to bring up a screen for moves. This is especially useful for the more advanced moves associated with the Mutants in the game.

- **Pocket –** Touch the **Pocket** to store your Mutant or to bring out your stored Mutant.
- **Super Strength Mode –** Touch the **Crash** icon on the lower screen to activate.

MUTANT CONTROLS

Most of the controls that work while you're playing as Crash work when you are controlling a Mutant. However, there are some moves that can only be performed by Mutants, and below are controls for those special moves.

Dodge—Press the **L Button** while controlling a Mutant to perform a Dodge.

Block—Press the **R Button** while controlling a Mutant to perform a Block.

Special Attacks—Perform one of four different special attacks while holding down the **R Button** and pressing either the **Y, X, B or A Buttons**. (Please note that not all of the special attacks are available until you have fully evolved your Mutant. Touch the **Paw Print** on the Touch Screen to see which special attacks are available for your current Mutant.)

ADVENTURE MODE

Guide Crash through a series of stages across multiple worlds, defeat the super-powered Mutant bosses and defeat Cortex, putting an end to yet another one of his ridiculous plans!

Health Gauge

Crash is not invincible! Be sure to monitor his health during gameplay. Keep an eye out for Wumpa Fruit found throughout the game to replenish any lost health. Note that this also applies to the health of Jacked Mutants. They're tough, but they're not invincible either. In addition to the Health Gauge, Mutants have a special attack bar that slowly regenerates during gameplay. This bar appears while Crash is on a jacked Mutant. Using a Mutant's special attacks depletes this bar.

Mojo Gauge

Mojo can be found throughout the game—be sure to grab as much as you can. While playing as Crash, fill your Mojo Gauge to gain the ability to access super strength that will last until the Mojo Gauge depletes. Activate this super strength by touching the Crash icon on the bottom screen once Crash's Mojo Gauge is full.

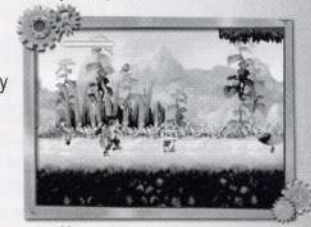
Mutants don't miss out on the Mojo love! While playing as any of the Mutants, the mojo collected is actually used to evolve the Mutant to its next stage. Once the Mojo Gauge has been filled for the Mutant, it will evolve. Please note that the final evolution for each Mutant requires a gem that you will obtain by defeating Mutant bosses.

World Selection & Stage Selection

Upon creating a profile, you will be brought into the game's map. Use the **+Control Pad** to navigate around the map at any time and use the **A Button** to select a point on the map. Any point on the map with Cortex's N is an area that has not been completed. Once an area is completed, this N will become a Paw Print to show that it has been successfully completed.

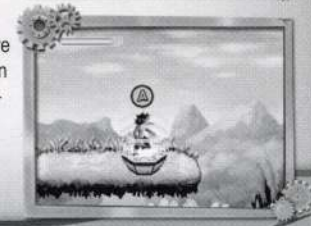
Checkpoints

Most of the stages have a checkpoint roughly halfway through in the form of a crate with a checkmark.



Bonus Platforms

Scattered throughout the game, you will find access to bonus platforms. When the bonus platform is selected, you will be brought to a timed course where you have to get to the end to collect a treasure within the time limit provided. Beware of the Nitro Crates—all it takes is one touch from them to take you out!



Bonus Stages

As you unlock stages, you may sometimes unlock an orange star on the map. This is a Bonus stage! These Bonus stages give you easy access to that World's mutant monster as well as a good dose of Mojo.

MiNiGAMES

You can choose from one of three minigames that are available via the Main Menu. You play all of the minigames by tapping or sliding on the **Touch Screen**. You can also use local wireless to invite up to three other players to join you.

Rolling for Wumpa

The goal of this mode is to gain points through the collection of Wumpa Fruit. Use Rhinoroller and his massive abilities to shake the trees and pound the ground to make more Wumpa Fruit fall. While collecting the Wumpa, make sure that you keep an eye out for Cortex. It simply wouldn't be a party without him up to his old tricks.

Give them the BOOT!

The goal for this mode is to score points by kicking as many objects as possible into Cortex's ship. Sounds easy enough, right? Well, it is... just make sure that you watch out for all of the dangerous obstacles that will knock you out of the way!

Crash KABOOM!

The goal for this mode is to score points by tossing bombs at the enemies on the other side of the playing field. However, there's a catch... the enemy has all the bombs, and the ground you're standing on could potentially disappear. No worries—as long as you grab the bombs and throw them back before they explode, you'll be safe and have a really high score.

MUTANT FiGHT

Mutants go head-to-head in this mode in a series of challenges involving gems, combat and brute strength! In Mutant Fight, you will be able select a Mutant and challenge a friend to a match using one of the following rule-sets via local wireless.

Zero Gems

Engage in head-to-head battle with your opponent to take away their gems. Win the match by bringing your opponent's gem count down to zero.

Gem Scramble

Be the first to collect the specified number of gems to win the match. Keep in mind that you can still battle with your opponent to take away the gems they have collected.

Gem Collection

Collect as many gems as you can within the time limit, and don't forget that you can take gems away from your opponent using the strengths and abilities of your Mutant in battle.

Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. **We recommend that you first contact an Activision Technical Support Representative by phone or internet before sending your product to us.** In many cases, a replacement is not necessary to resolve your problem. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we can issue you an RMA (Return Materials Authorization) number to help process your replacement. Non-warranty game returns/refunds should be dealt with by the retailer or online site where you purchased the product.

Register your product online at http://register.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. AND/OR ITS AFFILIATES ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.